

GAME BOY ADVANCE

# Spirits & Spells

AGB-AWNE-USA



INSTRUCTION BOOKLET

DREAMCATCHER

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



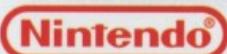
THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

Some people believe violence in video games can contribute to real-world violence. If you're concerned about violence in video games, talk to your parents or other adults you trust.

Anyone can buy and/or play any kind of game, even if it's not appropriate for them. It's up to parents to decide what's best for their children.

Parents should watch when their children play video games. Stop playing if you feel uncomfortable with the content.

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THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# Spirits & Spells™

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## The Story



While looking for a legendary house said to hold thousands and thousands of sweets, Greg, Alicia and their friends fell into a trap set by the Bogeyman.

Our two heroes managed to escape, but their friends weren't so lucky: the Bogeyman has stolen their souls.

Greg and Alicia decide to rescue the souls of their friends from the lair of the Bogeyman: the Cemetery.

The place is infested with monsters and traps that these two will have to confront, armed with their courage and the powers they've acquired in this magical land.



## Startup

Make sure the Game Boy® Advance system is off. You should never insert or remove the Game Pak while the system is on. Insert the "Spirits & Spells™" Game Pak into the slot provided for that purpose on your Game Boy® Advance, making sure it's in the right direction. Press firmly to lock the Game Pak in place. Turn on the system by switching the button to ON.

From the opening screen of "Spirits & Spells™", press START to go to the Main Menu.

## The Main Menu

- **New Game:** This is the game's main mode, where you start an adventure with Greg and Alicia. To select this mode, use the directional control pad and validate with the A Button.
- **Options:** Lets you adjust different game settings and configure the key config for the game.

- **Password:** You obtain passwords at the end of every level. To continue a game, select Password and validate using the A Button. Enter the obtained password using the control pad, then validate the letters and numbers you've entered with the A Button.

## Play Modes

- **Normal Mode:** Help Greg and Alicia fight the forces of evil and free the souls of their friends.
- **Hard Mode:** There are more enemies in this mode, but there are more secrets, too.
- **Attack Mode:** Beat the Clock. In this mode, you must finish each level as quickly as possible.

## Controls

(default configuration)

### Control Pad:

**Up:** Go through a door, point the hat upwards, change character.

**Right:** Move right

**Left:** Move left

**Down:** Point the hat downwards  
(for Alicia only)



**Start:** Pause

### **R Button:**

Launch the character's special power.

### **A Button:**

Jump (press the A Button twice: double jump for Greg)

### **B Button:**

Launch the character's primary attack.

*The options screen allows you to choose different control configurations.*



## Characters

*Alicia and Greg have different abilities. Only one person may enter the Kingdom of the Dead at a time, so you must use the right character at the right time.*

**Alicia** dressed up as a witch for Halloween, so the witches and other fairies won't attack her... that is, not unless she gives herself away by rescuing a soul.

She uses her hat to strike the monsters she needs to fight.



Alicia gets a special power when she has accumulated more than 10 sparks: she can throw her hat farther in order to attack.

Her dress helps to slow down her descent when she falls so that she doesn't get hurt.

**Greg** has chosen an imp costume, which allows him to go unnoticed amidst the imps and devils... unless, of course, he sets a soul free.

He's got a wider range of action thanks to his pitchfork: he can strike enemies approaching him from behind.

Greg also has a special power when he accumulates more than ten sparks: he can make flames appear from the ground to defeat his enemies by throwing himself head first onto the ground. Greg can also jump higher, thanks to the double jump technique.

You need to be in a special place to change your character: changing flagstones lets you change character by pressing the up button on the control pad when the character is on one of them.



## Lives

Beware of monsters! They are quite dangerous -- just one blow will cost Alicia and Greg one of their lives. If you lose all of your lives, you must start the level all over again. Luckily, Greg and Alicia can collect objects that help them to preserve their life counters:



**Sparks** allow the hero to take a hit without losing a life, and increase the power of their special strike. This protection from an attack is good for only one use and then all sparks collected up to that point disappear.



**Pumpkins** give the heroes an extra life.



**Little Fairies** enable the hero to take a hit without losing a life. They act as a supplement to the sparks. The little fairy disappears if the hero gets hit.

## Special Powers

Greg and Alicia each have special powers they may use. The powers appear as soon as they have reached a certain number of sparks. The effect increases with the number of accumulated sparks.

- **Greg's Devastating Jump:**

Greg can do a special jump, which sends out a wave of flames all around him.

There are three tiers of flames, each one bigger in range.

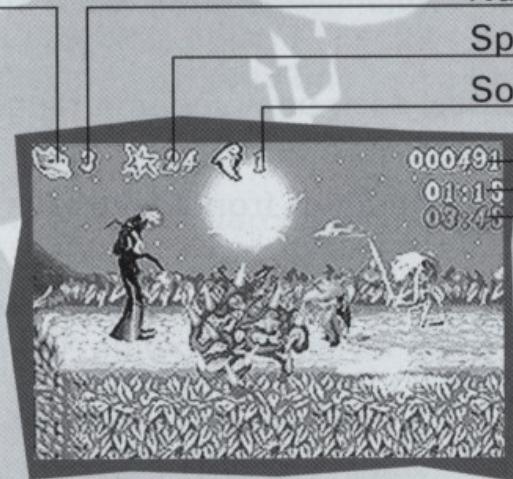
- **Alicia's Flying Hat:**

Alicia can throw her hat to hit enemies from afar, and it comes back to her like a boomerang.

You can steer the hat's flight by pressing the up and down buttons on the control pad. There are three levels of throwing, which increase in distance from one to the next.

## Game Screen

Current Player



Number of Lives Remaining

Spark Counter

Soul Counter

Score

Current Time  
(Attack Mode)

Time to Beat  
(Attack Mode)

## Costume Effects

*Greg and Alicia's costumes give them certain kinds of protection...*



- **Symbols:** Alicia can only move on the blue symbols and Greg can only move on the red ones. A deadly flame rises from the symbol when either of the heroes moves on the wrong symbol.



- **Enemies:** Witches and mean fairies don't attack Alicia. Devils and imps don't attack Greg.



- **Spiders:** Only Alicia can climb onto a spider's back and use it as a platform; spiders are hostile towards Greg.

## Bonus



- **Little Sweets:** They add 300 points to your score.



- **Big Sweets:** They add 1000 points to your score.



- **Chests:** They contain surprises such as sweets, little fairies, etc.



- **Souls:** Release your friends' souls, which are being kept in jars. In return, they might just point out a secret to you.



- **Checkpoints:** When enabled, a checkpoint allows you to start again from that point after you lose a life.

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Richard Wah Kan

#### **VP Marketing:**

Marshall Zwicker

#### **Product Manager:**

Byron Gaum

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Robert Stevenson

#### **Creative Director:**

Desmond Oku

#### **Graphics Department Manager:**

James Meecham

#### **Graphic Design and Layout:**

Trang To & Russell Challenger

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Tara Reed

#### **Quality Assurance Testing:**

Mike Adams - Department Manager

Mike Mitres - Lead Tester

Dan Dawang

Chris Elliott

Aldo Fazzari

Yohany Lee

### **WANADOO EDITION**

#### **Editorial and Production:**

Vincent Berlioz

Edouard Lussan

David Hartley

Jacques Simian

Anne Dévouassoux

Céline Païva

#### **Localization:**

Alex Lepoureau

Fanny Jacob

**Testing:**

Denis Bourdain  
Jacques Chatenet  
Antoine Voisin  
Tommy Chatenet  
Julien Malamitsas  
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Hugues Miraux  
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Etienne Jacquemain

**Manufacturing Manager:**

Pierre Dumas

**Lead Programmer:**

Clément Cordé

**Graphic Artists:**

Olivier Baron  
Sébastien Lucas  
Ivan Terlecki  
Jérôme Lignier

**Game Design:**

David Brukarz

**Level Design:**

Alexandre Migeon

**Music and SFX:**

Allister Brimble

## Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support – <http://www.dreamcatchergames.com/dci/support>**

**Please visit the Technical Support section of our website at [www.dreamcatchergames.com](http://www.dreamcatchergames.com).**

We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support – 416-638-6151\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday. Please have the following ready:

- 1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your console so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

**\* Phone support is located in Toronto, Canada.**

Please note: We do not provide hints via technical support. Hints are available at our website.

Support is available in English only.

## Product Warranty

DreamCatcher will gladly replace any Game Pak free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the Spirits & Spells™ Game Pak and a check or money order for \$12.00 U.S. (to cover postage and handling) to:

DreamCatcher  
1658 N. Milwaukee Ave., Suite #450  
Chicago, IL  
60647

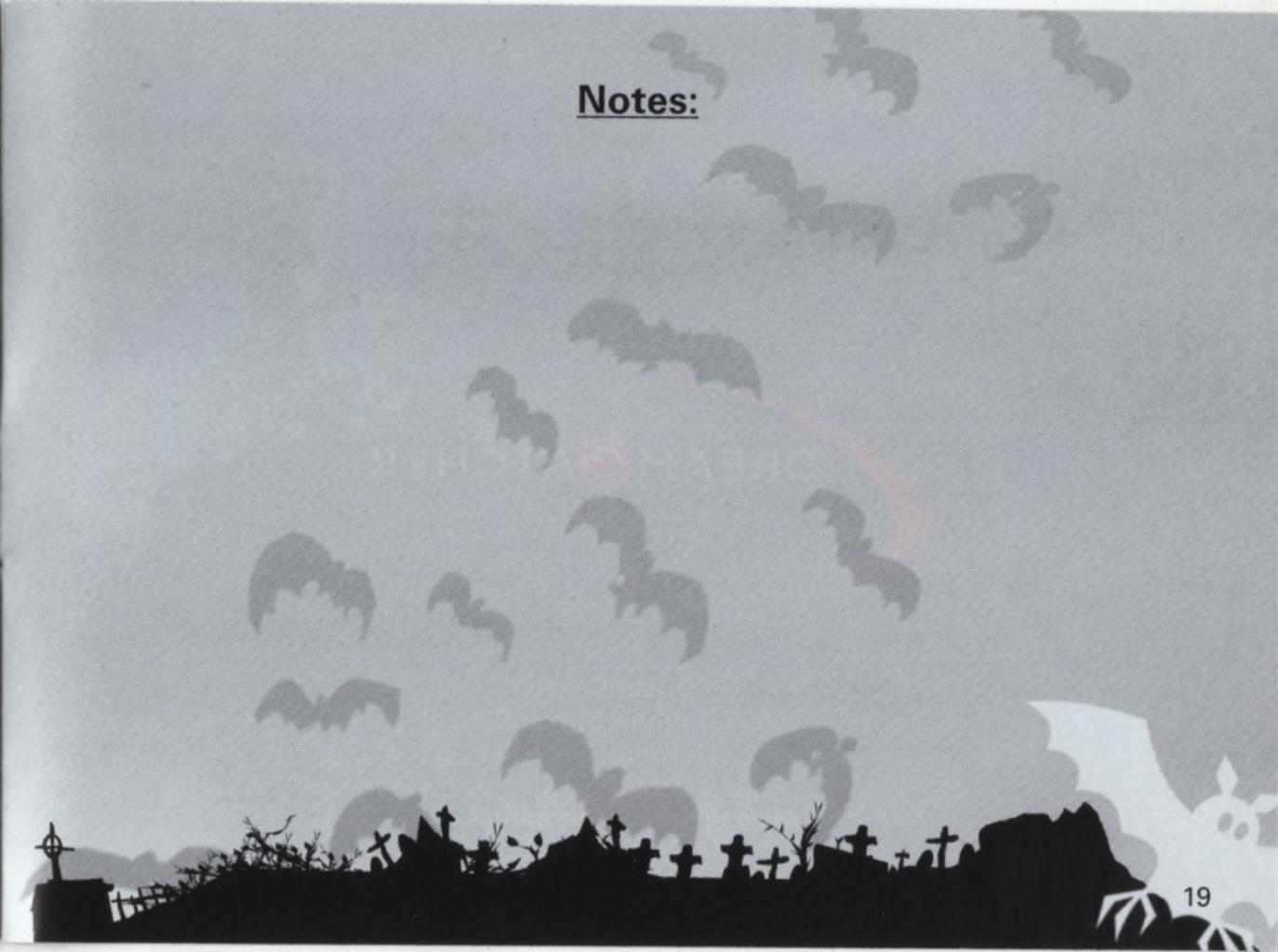
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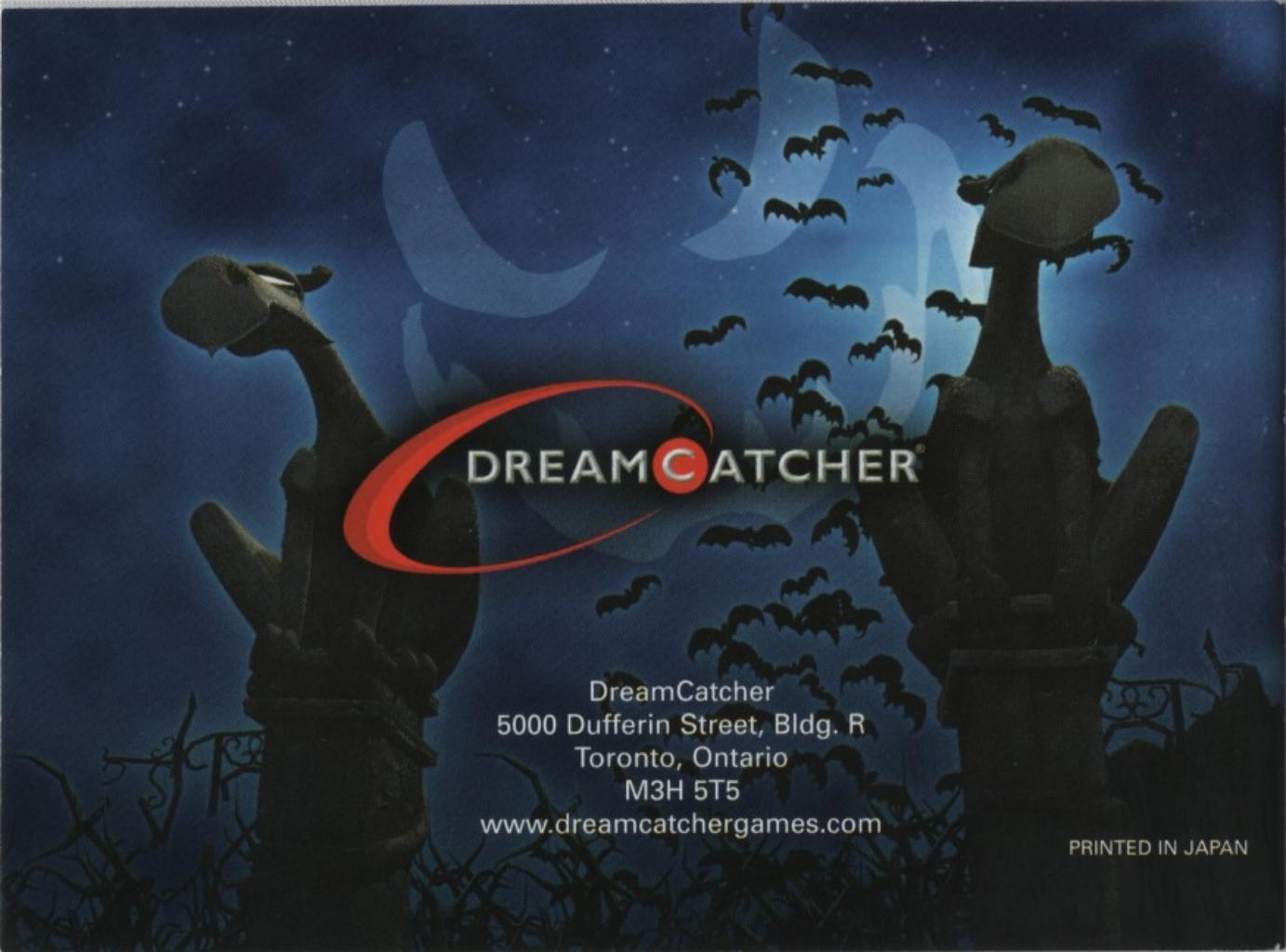
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**Notes:**





# DREAMCATCHER®

DreamCatcher  
5000 Dufferin Street, Bldg. R  
Toronto, Ontario  
M3H 5T5  
[www.dreamcatchergames.com](http://www.dreamcatchergames.com)

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